A straight line is a set of infinite number of collinear points in plane.
To draw a straight line we need the coordinates of two points
A point belongs to a line, if its coordinates satisfy its equation

<u>Terminologies</u>:

Lycée Des Arts

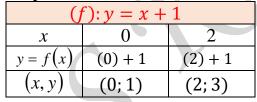
Name:

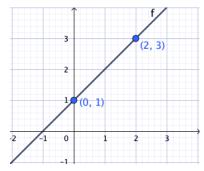
If (f): y = ax + b is a st. line, where $a \neq 0 \& b$ are real numbers then we say f: is the *rule* or *machine* that gives for *every input x one and only one output y*.

- x: is the pre-image of the given rule.
- $\forall y \text{ or } f(x)$: is the image of x by f.

How to trace in an orthonormal system of axes the line (f): y = x + 1?

- 1) Pick up any value of x, ex: x = -1,0,1,2 ... (A line is composed of infinite number of points)
- 2) Replace these values in equation of (f) (A pt belongs to a line, if its coordinates satisfy its eqn)
- 3) Choose to values of x only. (To draw a straight line we need the coordinates of two points)
- 4) For clear representation complete the table,

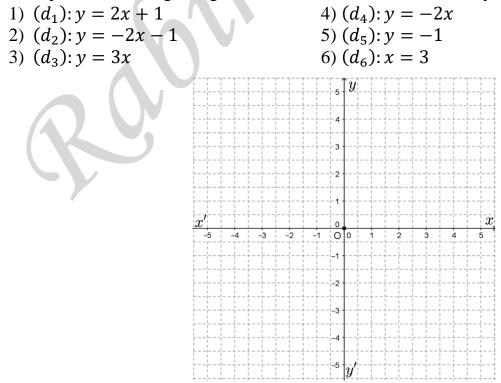




5) Plot the above points on an orthonormal systems of axes

6) Join the plotted points to get the line.

Ex₁: Graph the following straight lines on the below orthonormal systems of axes:



9th-Grade

A.S-7.3.

x =3

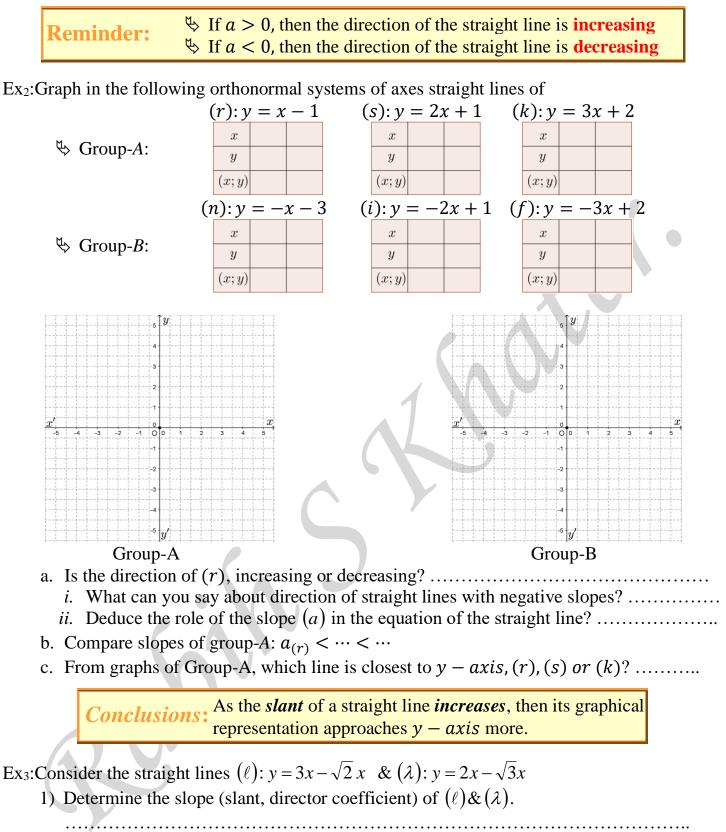
ÎINPŬT

FUNCTION g: g(x) = 2x - 1

OUTPUT g(x) = 5

"Graphing of a line in plane"

Mathematics



2) Which straight line is steeper? Justify.